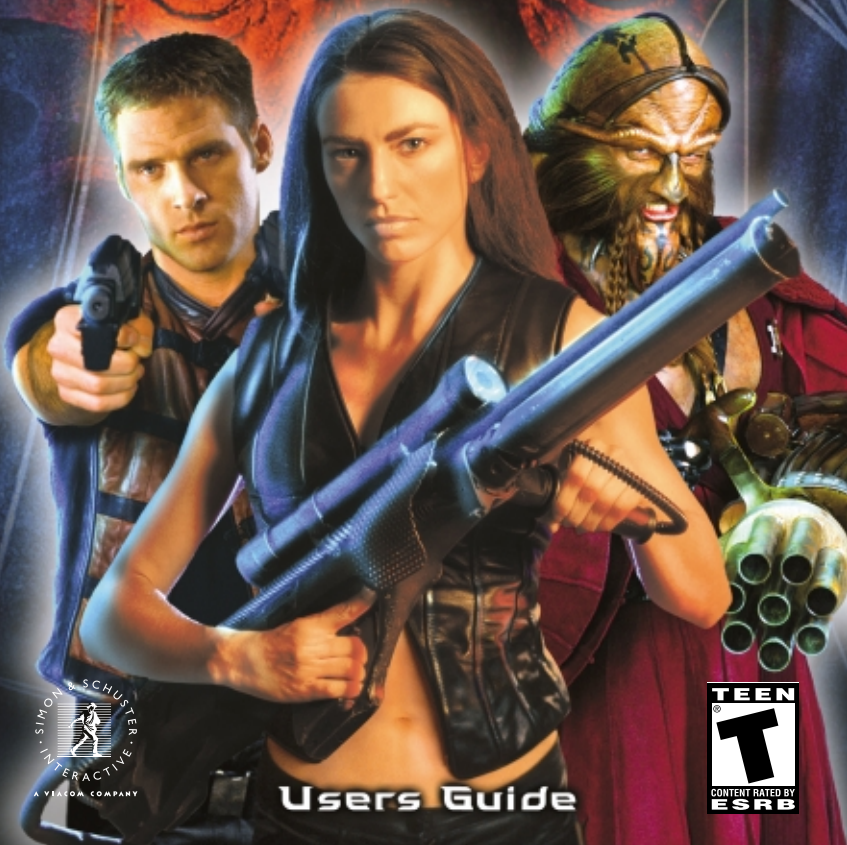


Team-Based Action Game From The Hit Sci-Fi Series

FARSCAPE™

The Game



SIMON & SCHUSTER
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Users Guide

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The Story So Far...

You are John Crichton, an American astronaut. After a space-travel experiment gone wrong, you were catapulted through a wormhole to a distant corner of the universe. You've fallen in with a motley band of escaped prisoners, and now you travel around the cosmos in Moya, a bio-ship that is also a living organism.

Our story begins with Moya in orbit around an uncharted planet, minding her own business. Suddenly the evil, militaristic Peacekeepers attack, board her and take control.

One unknown crewmember makes it out in a cargo shuttle. You, Crichton, along with the sultry alien, Chiana, escape in a commandeered Peacekeeper fighter craft called a Prowler.

The two of you crash-land in a hostile desert environment with no idea of your location or the fates of your friends. Each of you has one weapon: you're carrying your Pulse Pistol, and Chiana has a piece of the crashed spacecraft, which she can use as a club.

Your first objective is to find your way through harsh landscape to the nearby settlement that you spotted from the air. Stay alert—there is more to this situation than meets the eye. A sinister conspiracy lurks right below the surface.

You must reunite the team, regain control of Moya...and get everyone out of this mess alive!



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Getting Started

System Requirements:

Note: While **Farscape: The Game** may install on a system below these specifications, it may not run properly or at a playable speed.

- Windows® 98/ME/2000/XP
- Pentium® III 450 MHz (Recommended Pentium® III 700 MHz or AMD Athlon/Duron processor)
- 64 MB of RAM (Recommended 128 MB)
- 128 MB of RAM for XP (Recommended 256 MB for XP)
- 3-D Graphics Accelerator Card with 16MB of RAM compatible with DirectX® 8.1 and higher (Recommended 32 MB RAM and supports Hardware Transformations and Lighting)
- Install requires 450 MB Hard Disk
- DirectX® 8.1 or later (included)
- Quad Speed CD-ROM drive
- Microsoft® compatible mouse (Recommended 3 button mouse with wheel)

Installation

- Insert the **Farscape: The Game** CD-ROM into your CD-ROM drive.
- An install menu will appear on your screen.
Click install to begin the process.
- Follow the on-screen instructions.

If the install screen does not appear, you may have Autorun disabled.

- Double-click on the My Computer icon on your desktop.
- Open the CD-ROM drive with **Farscape: The Game** on it.
- Double-click on Setup.exe to launch the Start screen.



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Installing DirectX®

Farscape: The Game requires that DirectX® 8.1 be installed on your computer. The program will look for DirectX® 8.1. If it's not found, the program will give you the opportunity to install it from the CD during the game installation process. Once this is completed **Farscape: The Game** can install.

DirectX® 8.1 replaces any earlier version of DirectX® that might be installed on your system.

If you are unsure which version of DirectX® you have installed please reinstall DirectX®8.1.





Main Menu

To start playing **Farscape: The Game** for the first time, select **New Game**. Enter your name at the prompt.

New Game—Start a new game

Tutorial—Learn how to play

Load Game—Access previously saved games

Options—Change the game settings (see next page)

Credits

Quit





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Options Menu

Use this menu to change the configuration of the Sound, Graphics, Controls, Camera and Inventory.

- **Audio:** Adjust music and sound effects volume. You can improve performance by using this menu to lower the quality of the audio.
- **Graphics:** Adjust screen brightness, animation, graphics and texture detail. You can improve performance by using this menu to decrease the quality of the graphics.
- **Controls:** Allows player to custom-set controls for keyboard and mouse.
- **Game Options:** Change the settings for the Camera (see page 9) and Inventory (see page 15).

In-Game Menu

To pause the game and access the In-Game Menu, **Left-Click** the icon on the bottom right-hand corner of the screen or **press the Escape Key (Esc)**.

From the In-Game (or Pause) Menu you can do the following:

Logbook—Records important information from conversations you have in the game. Look here for clues and double-check your objectives.

Options—Adjust volume control and gamma brightness control.

Quick Load—Easily reload the last saved game. Press F7.

Quick Save—Save the game at the current position.

A file is automatically created with the player name and the current mission name. Press F6.

Return to Game—Returns you to play at the current point.

Quit Mission



Game Controls and Key Commands

- To take the **Lead** with either character, **Left-Click** on his or her portrait.
- To **Move a Character**, **Left-Click** on the spot where you wish your character to go.
- To **Fire at or Attack** a particular target, **Right-Click** on that target.
- To find out more about a **Character**, **Right-Click** on his or her portrait.
- To cycle through available **Weapons**, **Scroll Mouse Wheel** or use **Page Up/Page Down Buttons**.
- To access **Secondary Fire** power, **Click Mouse Wheel** or press **Left Control Key**.
- To **Lock-on** to an enemy, **Right-Click** to fire and hold down **Left Button** to **Strafe** (See page 17).

The Cursor

The cursor changes to indicate what actions you can take.



Move—Move your character to this point with a left-click.



No Action—Indicates no movement or interaction possible.
A left-click has no effect.



Interact—You can interact with this enemy, non-player character or switch.

- Right-click on an enemy to attack.
- Left-click on a non-player character or switch to interact.



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Keyboard Controls

Command	Default Key
Open Inventory	Left Shift
Log Book	L
Use a Healing Item	H
Toggle Secondary Fire Mode	Left Control
Cycle up through Available Weapons	Page Up
Cycle back through Available Weapons	Page Down
1 st character as Leader	F1
2 nd character as Leader	F2
3 rd character as Leader	F3
Rotate Camera	Left/Right Arrow
Open In-Game Menu	Escape
Change to Low Camera	1
Change to Medium Camera	2
Change to High Camera	3
Toggle Auto Camera Mode on/off	4
Toggle Transparent Camera Mode on/off	5
Zoom In	Up Arrow
Zoom Out	Down Arrow
Skip Dialogue Line	Space
Skip Conversation	Return
Quick Save Game	F6
Quick Load Game	F7



Camera Controls

You can see the action in *Farscape: The Game* from any angle.

To **rotate** the camera, use the **left or right arrow keys**, or **push the mouse** against the left or right side of the screen

To **zoom** the camera in our out, use the **up or down** arrow keys.

Auto-tilt is the default camera setting. This raises the camera above the characters whenever they pass behind an obscuring object.

To **toggle Auto-tilt on and off**, press the 4 key.

To manually adjust camera height, use the number keys:

- 1 low level
- 2 mid-level
- 3 overhead level

Use **transparent** mode to **see through** objects blocking your view of the characters.

Access this feature by going to the Main Menu/Options and choose Game Options or press the 5 key.

Note: Switching-on transparent camera will **switch-off** auto-tilt.

(Note: Transparent camera mode requires a more powerful graphics adapter and may perform poorly on some minimum-spec machines.)



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Player Characters—The Moya Crew

The game begins with Crichton and Chiana, the two crewmates who have crashed on the desert planet. As you proceed through the game, other members of the Moya crew become available.

Team Leader

You control a team of up to three characters. The team members will vary, depending on the type of mission. You can take direct control at any time of any one of the team. The other crewmates act as “sidekicks” to the character you control. *(When play begins, you control Crichton. Chiana will automatically follow him.)*

Sidekicks

While in sidekick mode, characters follow the team leader and react to situations around them. For example, if attacked, the sidekicks fight back. If the sidekicks are badly wounded, they may try to run away or perhaps use a field aid kit, if they have one, to heal themselves.

You can also order sidekicks not to follow you, or to stay out of combat, using the sidekick control buttons—as described on page 13. When ordered to avoid combat, your sidekicks run away from any combat encounters—but be careful that they don’t run into more enemies as they try to escape!

Remember, the most important objective is preserving the team members’ lives. The Moya crew must survive—and the game ends if any team member is killed.

Be careful: If any teammate dies, the game ends. If this happens, you can start again from the last saved game.



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The Crew of Moya

Each of the six Moya crewmates has special attributes and skills as outlined below. *(Characters listed as you encounter them in the game)*



John Crichton

When his experimental Farscape mission shot him through a wormhole, this American astronaut was definitely not in Kansas anymore. Crichton, a natural leader, is now trying to overcome his lack of cultural understanding for alien races.

Crichton's main skill is **Tech**. He can use this skill to hack into door panels to unlock them. He is also above average at **Combat**.



Chiana

A member of the Nebari race, she's a thief, a liar, a seductress and a drama queen. Her talents for subterfuge have proven useful but her tendency to be contrary makes her an unlikely team player. She is a wanted criminal among her people, who would force her into their conformist society.

Chiana's skill is **Stealth**. She can only use this while unarmed and not accompanied by any of her crewmates.



Aeryn Sun

She was a top-notch soldier and pilot for the Peacekeepers until her encounter with Crichton and Moya rendered her, by PK standards, "irreversibly contaminated." Now she is ostracized from the only family she's ever known, a situation that has hit her hard. As Aeryn is an experienced soldier, her skill is **Combat**.



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Dominar Rygel XVI

Once the ruler of the vast Hynerian Empire, he was imprisoned by the Peacekeepers for over 300 cycles. Now on Moya, he floats about on his ThroneSled, looking down his nose at others, stealing what looks valuable, and eating constantly. Not the easiest creature to be with, still, Moya's crew finds him oddly endearing.

Rygel can be very persuasive. One benefit of his **Negotiation** abilities is that he rarely pays the full price for anything. His **Small Size** also allows him to access parts of environments that the others cannot.



Ka D'Argo

Huge and powerful, the Luxan, D'Argo, was wrongly imprisoned by the Peacekeepers for the murder of his Sebacean wife. His hatred for the Peacekeepers (also Sebaceans) runs deeper than most, and he lives to reunite with his lost son.

D'Argo is a warrior; trained in **Combat**. He carries the **Qualta Blade**, which can be used both as a sword and a firearm. He can also use his special **Sting Attack** which is particularly useful at close range or if he is out of ammo.



Pa'u Zotoh Zhaan

A Delvian Pa'u (priest), Zhaan was imprisoned for the murder of her lover, who she suspected was misusing his power. Delvians are flora, not fauna—plant-based life-forms. Zhaan knows herbal medicine intimately, serving as doctor and healer on Moya.

Zhaan's skill is **Healing**. She can lay her hands on one of her colleagues and heal him or her. She is also the only member of the team who automatically replenishes her health without the use of healing items.



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Interface

Leader Portrait



Enemy Statistics Display

(See page 19)

Click here to pause game and access in-game menu.

Sidekick Portrait

To take the lead, **Left-click** on the portrait.



Action Panel

- Displays the weapon or item available.
- Number indicates ammo or power.
- 'II' indicates secondary fire mode.

Vitality

Lost first when damaged.
Replenishes after time

Health

Lost after vitality is drained.
Replenished with health items.

Sidekick Controls



Toggle to Follow Leader
or Hold Position



Toggle to Attack
or Hold Fire



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Radar

Appears at the top right-hand corner of the screen.
You always appear at the center of the radar.

White Spot	Player character or sidekick
Yellow Spot	Enemy
Green Spot	Non-Player Character
Purple Spot	An objective, such as an exit or other goal
White Arrow	At edge of radar, pointing toward an objective off-screen.





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Inventory

Left-click on the **Action Panel** to open **Inventory**.

Each teammate has **21 slots** for Weapons and Items.

Left-click on a **Weapon** to equip a teammate with that weapon.

Right-click on a **Weapon** to give you the option to drop it or give it away.

Right-click on an **Item** to use it, drop it or give it away.

Once a character's inventory is full, the character cannot carry anything more.

To free up space in a full inventory:

- drop items
- sell them in town
- give items to other player characters.



Remember: There is a limit to the amount of each inventory item. For example: Pulse Ammo has a maximum of 500 rounds.

Note: You can turn off the Inventory Animation by going to the Main Menu/Options and choosing Game Options. Switching-off the animated inventory increases the speed at which it opens and closes.



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Combat

There are two types of Combat.

Melee combat

Melee weapons, such as clubs and knives, are used to strike or stab the enemy at close distances. All except the Luxan Qualta Blade are inferior to the ranged weapons but useful when you run out of ammo.

To **Punch** bare-fisted: **Left-click** your currently-equipped weapon in the inventory to de-select it and use your fists.



Ranged combat

Ranged combat involves guns. The effectiveness of each weapon depends on its range and the combat skill of the player character. Crichton, Aeryn and D'Argo use weapons more effectively than Chiana, Zhaan, or Rygel.

Right-click to make your leader **attack**, using the weapon shown next to his/her character portrait.

Switching Weapons

- For faster switching between weapons, use **Page-Up** and **Page-Down** buttons.
- Or, if your mouse has a wheel, use it to scroll through available weapons. Then **Left-click** your desired weapon in the inventory to select it.



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Secondary Fire Modes

Every ranged weapon has a secondary fire mode that changes the type of attack the weapon delivers. This gives you a faster rate of fire, or delivers more damaging attacks. However, this drains your ammo at a faster rate than the primary mode.

Example: the flamethrower-like Scarran Incinerator has a primary mode that delivers a wide short-range spread, and a secondary mode that launches a single ball of fire.

Locking-On to Enemies

Locking-on allows you to fire at enemies while moving away from them. This can reduce the amount of damage to your team.



To Lock-on

Look for an enemy's amber marker. When this appears under a nearby enemy, shoot at this enemy to automatically lock-on. While shooting, hold down the left button to move. The lock remains for as long as you hold down the the left button.

Breaking Lock-on

The lock-on breaks if an enemy moves out of the lock-on range of the weapon or if you right-click another enemy to shoot at it instead. You can also release the left button.



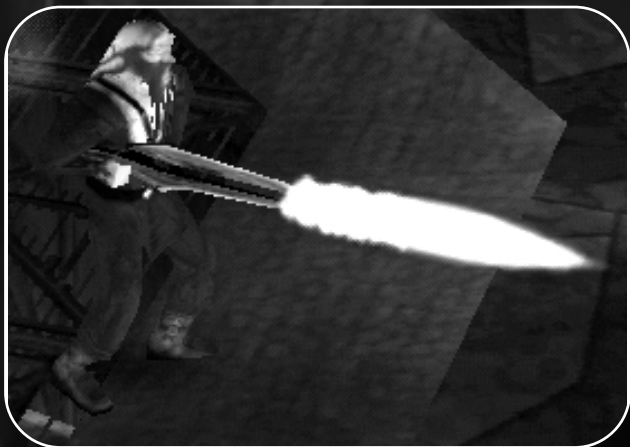
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Color Codes

Your lock-on is strongest when the marker is **white**. The lock-on marker changes from white, to **green**, and fades out as it grows weaker.





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Weapons and Damage

Weapons deliver three different types of damage, as indicated below.

Damage Type	Description	Weapons
Chemical	Based on fluids, toxins & poisons	Pulse Weapons Chakan Oil
Energy	Electrical and fire-based	Scarran Punisher
Physical	Melee weapons, creature attacks	Projectile- based

Resistance to Damage

Some enemies, races and creatures are more resistant to certain types of attack than others. The Health, Energy, Chemical and Physical resistance levels of a targeted enemy is indicated on-screen.



Biatic Bug

To improve your attack resistance, you can purchase symbiotic bugs, which offer limited resistance to Chemical, Energy, or Physical attacks.



Enemy Statistics Display



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Ammunition

There are 5 types of ammunition.

You must have the right type in your inventory to power the weapons.

Ammo can be picked up after enemies are defeated or it can be purchased at the market in the town.

Ammo Type

Chakan Oil Cartridge

Battery Pack

Shell Pack

Teape Rockets

Incinerator Canister

Weapon

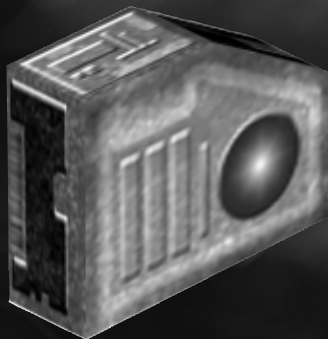
Pulse weapons

Energy Weapons

Khore Handcannon

Teape Launcher

Scarran Incinerator



Chakan Oil Cartridge



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Weapons and Specs

WEAPON	Description	Secondary Mode
	Infantry Knife Standard PK combat knife (Physical Damage)	Not applicable
	Club Cheap blunt weapon (Physical Damage)	Not applicable
	Luxan Qualta Blade Used in melee combat and to fire energy attack. (Physical/Energy Damage)	Not applicable
	Pulse pistol Standard PK handgun (Chemical Damage)	High powered burst, slower rate of fire
	Pulse Rifle Standard PK assault rifle (Chemical Damage)	Semi-automatic, increased chemical impact.
	Chain Pulser Standard PK Squad weapon (Chemical Damage)	Powerful single bursts, semi-automatic rounds.



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Weapons and Specs

WEAPON	Description	Secondary Mode
 Scarran Punisher	Semi-automatic (Energy Damage)	Fires large shells with devastating effects.
 Scarran Incinerator	Uses bursts of flaming gas. (Energy Damage)	Fires single fireball with high impact.
 Khore Handcannon	Luxan-designed weapon. (Physical Damage)	Fires vertical mortar shell.
 Teape Launcher	Formidable missile-firing weapon. Slow reload. (Physical Damage)	Fires a target- seeking rocket.
 Phyran Longarm	Powerful weapon. (Energy Damage)	Fires an explosive blast that hugs the ground as it approaches the target.
 Stasis Pistol	Stuns enemies. Internal energy source—no additional ammo needed, slow to recharge.	Not applicable



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Trading in the Town

The Town is the hub of the game and you return to it frequently. You can trade, purchase supplies and talk to the people you find there.

All the townspeople are non-violent. You are safe from attack and the crew cannot fire weapons there.

As you talk to the townspeople, you will hear about potential missions where you can attempt to earn rewards.

Credits

As you explore the planet, you will find items that you can use as credits while trading at the market. Some items are hidden inside **stash boxes**. Earn other credits as you collect ammunition and other items from defeated enemies by walking over them. The remains of defeated creatures are also valuable to trade for credits.

The Market Place Traders

There are three traders in the market place, each selling different types of equipment. As the game progresses, the range of items they offer grows.

Herb Trader

Tech Trader

Weapon Trader

Balms, First-Aid Kits, Symbiotic Bugs

Ammunition, Technical Equipment

Weapons

To Start Trading—click on a trader in the market place and follow the instructions.

Selling—click on the item in your inventory and then select to sell it.

Buying—click on the icon in the trader's inventory, and then select to buy the item.

Note: *an item will sell for less than the value at which it was bought.*



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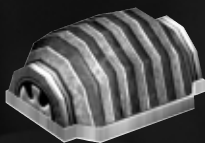
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Items

Examples of some available items:

- **Powdered Cellograins**—Eat these to ease wounds; they promote health.
- **Field Aid Kit**—Used to heal wounds quickly and efficiently.
- **Eachak Balm**—This balm comes from the Delvian Eachak fruit and increases its user's endurance
- **Biatic Bug**—This symbiotic bug increases the user's resistance to Physical attacks when carried next to the skin (*Grey*).
- **Enytron Bug**—Increases the user's resistance to Energy attacks (*Purple*).
- **Chemyl Bug**—Increases the user's resistance to Chemical attacks (*Red*).
- **Archeus Bug**—Increases the user's resistance to attacks of all types (*Green*).
- **Body Booster**—Found later in game. Increases the team's vitality when carried in the Inventory of a team member.



Stash Box



Body Booster



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Enemy Life Forms

When they flew over the desert before they crashed, Crichton and Chiana noticed three different species of hostile creatures. These were waiting to give them a distinctly unpleasant welcome to the planet. Many other creatures inhabit this planet, so be careful out there!

Your team sustains either Chemical, Physical or Energy damage when hit by creatures. Lock-on to a creature to see its resistance to Chemical, Energy or Physical attacks. It's a good idea to have a backup weapon. Experiment to see which creatures are vulnerable to which weapons.

Fizrik

Extremely aggressive, these large flying insects kill their prey from a distance with an energy-based sonic attack.

Early analysis indicates that the Fizrik's hard carapace provides it with a strong defense against energy weapons. Some Fizrik also appear to have a weak defense against physical attack.

Attack
Damage Type

Ranged
Energy





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Whathrian

The Whathrian are of humanoid size but low intelligence. Hunting in small packs, they rely on their physical strength to kill.

The thick, leathery, hide of the Whathrian gives it significant protection against physical attacks, and some defense against energy attacks.

Attack
Damage Type

Melee
Physical

Docian

Thankfully, these giants of the desert environment are rare.

The Docians may be less aggressive than the other desert creatures, but their brute strength and tough hides make them formidable in a fight. They have a strong defense against all forms of attack.

Attack
Damage Type

Ranged
Chemical



Hints and Tips

- Remember, you must play this game by switching control of your teammates often, figuring out the best way to use their different skills and personalities for the task at hand.
- Taking direct control of your sidekicks can save them in dangerous situations.
- Enemies can sometimes be overwhelming to your sidekicks. Remember to help them out when necessary.
- You do not need your sidekicks to be with you in order to complete the mission.
- All enemies and creatures have weaknesses. Keep an eye on the Enemy Statistics Display on the bottom right of the screen in order to exploit your enemy's weaknesses.
- The environments in **Farscape: The Game** are huge. To keep track of your current position, look at your radar from time to time.
- There's an Inventory limit to how much of each type of ammo you can carry. Figure out those limits and develop a strategy.





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Troubleshooting

If you are having performance problems go to the Options Menu and adjust your Graphics and Sound settings.

Access the Options Menu from the Main Menu. Then select the Graphics or Audio Options. You can lower the animation, effects, texture detail, music and sound effects to improve performance on lower specification PC's. If the problem persists, then you may need to update your drivers. Contact your vendor to get information on updates.

If you experience problems with slow or distorted sound, lower the hardware acceleration level for your sound card via the Sounds and Multimedia Control Panel (consult the Windows help file for full details on how to do this). If the problem persists then you may need to update your drivers. Contact your sound card vendor to get information on updates.

Although the game will play on low-end systems (16 Bit Color), the look and performance of the game will be below standard.

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Credits

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Virginia Hey	Zhaan
Anthony Simcoe	D'Argo
Gigi Edgley	Chiana
Lani Tupu	Crais and Pilot
Jonathan Hardy	Rygel



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**Special Thanks to**

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Red Lemon would like to thank

Colin Murray

Irene Steel

Andy Findlay

Our families and partners

The Candy Bar

SPECIAL THANKS TO THE LUA TEAM

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HALLMARK
ENTERTAINMENT



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